



# BORIS THE SPIDER

**A Journal of Duplicitous Doings,  
Raw Power, and Naked Greed**  
*"Oh, what a tangled web we weave  
 When first we practice to deceive!"*  
 --Sir Walter Scott--



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## Reynolds Wins KINGMAKER!

Congratulations go to Phil Reynolds for a victory in our first ever KINGMAKER game. Since Mike hasn't volunteered to do a sequel, that ought to open up a page for other mayhem. Closest to a quorum are TITAN (send color preference and composition of initial legions), DUNE (send faction druthers), CIRCUS MAXIMUS (send color and set-up points for two chariots), and SETTLERS OF CATAN (send color druthers). See References 1 & 2 for house rules and possible variants.

So far we have druthers from only one player for "Boris XVII". I'd like to get the board set next time so please send your country preferences soonest. If we fail to get a quorum, we'll open things up for BALKAN WARS or COLONIAL DIP, so if you're interested in playing them, get your country preferences for them in too. See Reference 1 for house rules.

As I type this shortly before going to press, we have proto-tropical storm Hanna taking a bead on us. At this point it's predicted to hit us dead on tomorrow night. This hardcopy of *Boris* ought to go out in Saturday's mail, weather permitting.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** Since wars begin in the minds of men, it is in the minds of men that the defences of peace must be constructed. -- UNESCO Constitution, 1945

### BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Sven Vasseur for his press in MACHIAVELLI.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Don Chinnery for delay of games.

### REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/hrules/index.html>
2. <http://hometown.aol.com/prbolduc/boris/variants/vindex.html>

**PERSONAL COMMUNICATION HERE (maybe):**

**Deadline for most games is 1800 CDT 4 OCT 02**



**FRANCE** (Curtis): Diplomacy: The art of getting others to do your bidding even though when ultimately it might not be in their own best interest. This was a game of trust, which stayed its course until the end when Germany decided to take the victory, and France refused to stab his ally. Who will ever forget the outstanding maneuver Germany and France devised. This little retreat wound up being perhaps the greatest FOG and Friction of war yet in a diplomacy game. Russia with all her might was rolling to victory when a little French army went into a German territory and had to retreat after holding a piece of the country for only one turn. Where did that army retreat to you ask, why into the heartland of Russia where it helped in literally gutting Russia.

In hindsight, staying the course with Germany was a mistake but staying with Germany on my first diplomacy game taught me well. Between Germany and Turkey, I learned many lessons this PBEM. I might play again after retirement or another tour to the Middle East....

Italy was to little to late in communicating and Austria/England had very little diplomacy at all ergo their quick exits from the game. Russia was allowed to die unfortunately and that was a mistake by the French player....er that's me. I should have backed out and gone through Italy. Being stuck to drag out the English defeat by myself and not getting rid of Italy soon enough was my downfall. Outside of that not a bad game for my first PBEM Diplomacy. Hope to see you all in a PBEM sometime again....

Da Emperor gives his congratulations to the Kaiser for a well played game!

**GERMANY** (Cepelandt): I wish to thank everyone who played for an enjoyable game. Since this is my first PBM Dip victory I'm not too sure what to say. Briefly I'll describe the game as I saw it.

England's surprise opening to the Channel put James (France) firmly on my side. We proceeded to dismember England while a R/T/I was doing the same to Austria. Unfortunately, Russia was the major beneficiary, taking Norway, Sweden and the Lion's share of Austria. In order to keep Russia interested in the south instead of me, I felt I had to convince him that I was no threat. James and I worked out a plan where France took Munich from me. This gave the appearance that our alliance had crumbled.

However, when I counterattacked Munich, the French fled to Silesia. The following turn I supported James into Warsaw while my fleets relieved Russia of the burden of Norway and Sweden. (sorry Chad.) By then the Russian army was deep in the Balkans and could not regroup back in Russia. Moscow and St. Pete fell the next turn. That was it for Russia and the game. It has been a very long time since I've seen a French army in Moscow.

I could not have won without the unwavering support of James Curtis. He was a staunch ally in spite of Kevin Wilson's temptations. I apologize to all for the clumsy end game. Presumably it is because I don't have much experience taking those 17th and 18th supply centers.

**ITALY:** I was trying to contain the RT and I failed.

**TURKEY** (Wilson): Not much to say here. Not exactly my best performance with Turkey. But at least I survived. I tried at the beginning hard to get Chad to go with the Juggernaut. And I thought I had succeeded. But when the opportunity presented itself, Chad decided he didn't need my help. By that time I was butting heads with Italy too, after thinking I might have peace with him too. So, since it was clear I couldn't win myself I decided to make sure that neither Russia nor Italy did either. Once they were both worn down things had settled in as either Germany or France winning and I might get to play kingmaker. At first I worked hard to get France and Germany to fight, promising both my assistance against the other. But France refused to attack Germany, wanting to remain loyal to the G/F alliance. So I tried a different tack. Promising to help the one who didn't attack me against the first of the two to attack me. That didn't work either since everyone was focusing on the remaining Italian and Russia centers and not so much mine. By the time I could put that strategy to the test, Germany was making his attempt for the solo. So, I fell back on my previous objective of seeing Russia and Italy eliminated before the game ended. Germany agreed to



**We're Off!!**  
**Traffic Jam in Russia**  
Spring 1901

**XVI**  
**2002C**

**MIRKWOOD:** The War has finally started, but who is fighting whom?

**TROOP DISPOSITION:**

**AUSTRIA** (R Fisher): A Bud-Rum, A Vie-Tri, F Tri-Alb;

**ENGLAND** (Morrison): A Lpl-Yor, F Edi-Nwg, F Lon-Nth;

**FRANCE** (Boyum): A Mar-Spa, A Par-Bur, F Bre-Mid;

**GERMANY** (Anderson): A Ber-Kie, A Mun-Ruh, F Kie-Hol;

**ITALY** (K Wilson): A Rom-Nap, A Ven H, F Nap-Ion;

**RUSSIA** (Fowble): [A Mos-Sev], A War-Ukr, [F Sev-Bla], F StP(sc)-Bot;

**TURKEY** (Nichols): [F Ank-Bla], A Con-Bul, A Smy-Con;

Orders in brackets fail.

Due next time: Your orders for Fall 1901 and Press.

**EMBASSY BEAT**

**ENGLAND-All:** My apologies to all in Boris XVI for my part in delaying the game. I am back home full-time and will now be able to fight, claw, and scratch my way through another game with a band of cutthroats such yourselves. Good gaming, gentlemen (I use the term very loosely). I look forward to assisting my friends and pounding my enemies. You know who you are. If you don't, assume you are my friend and do good things for me. My response to your moves will let you know in which camp I consider you.

**Italy to GM:** So, did I suck up enough to the rest? I never seem to have very great success as Italy. My allies tend to do quite well but my Italy, while seldom eliminated, doesn't seem to thrive. Well, I guess we'll see.

**T-A:** Can we open friendly talks?

**T-R:** A bounce in BLA seems in our best interests and should in no way be seen as aggression.

**T-I:** I'm in total agreement and offer a binding truce.

**BORIS WORLD PRESS REVIEW**

**Vienna Bugle:** With rumors of impending conflict engulfing Europe once more, the King of Hungary has sent troops into Rumania to help preserve the peace and calm the fears of the people and is sending the Imperial Fleet along the coast in a show of strength to prevent any fool-hearty moves by the hot-headed Italians in the local region. Neither of these acts should be viewed as aggression towards our neighbors nor misconserved to indicate an effort to expand the Austro-Hungarian Empire.

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help with that objective in exchange for my support to get him the win. Had France been willing to attack Germany earlier, before Germany attacked him, things might have been different. I got my wish. Italy and Russia were both eliminated but it sure took a while. I looked for a chance to move myself up, ahead of France, but it wasn't to be, even with his abandonment of the game for the last two turns. At least I got a survival.

Rick, congratulations on a nice win. That's two you've taken from me now. Next time, my turn. James, it might have been yours, and I could have been your second, if you would have just been willing to make the move against Germany instead of waiting for him to attack you first. Chnd, I was sincere in wanting to try the Juggernaut early. We might have rolled the board if we had tried. Jim, sorry, you were just in the way. Peter, never much opportunity here. Maybe next time. Paul, as usual, well run game. It was fun.



# MACHIAVELLI

Austria Out!!

Spring 1527



**ERRATA:** French [A Como-Pav] failed. Austria is eliminated due to having no units onboard (and thus not being adjacent to anything to bribe).

**RAGNOCITTA:** Without the Austrians to kick around, intra-Italian relations have returned to normal, that is, spiteful and backstabbing, which is just fine as far as the Turks and French are concerned. Florence has held off a Papal attack which in turn was ambushed by a Venetian invasion. The Turks destroyed another Florentine fleet while the French harass another.

## TROOP MOVEMENTS

Papal A BOL retreats to PIS (P +1d, FL -1d). Turkish A SIE retreats to g and A ROME retreats to CAP (T +1d, P -1d). Florence (49-1d) maintains all (-30d). France (31d) maintains all (-27d), builds F MAR (-3d). Pope (28+1-1d) maintains all (-15d), builds G PER (-3d). Turkey (43+1d) maintains all but F CM, F GoN & G SIE (-21d) and builds A ALB & F DUR (-6d). Venice (54d) maintains all (-27d), builds A Tre, A Pad (-6d).

**FLORENCE** (Cole, 18d): [F Cor-LS], F Luc-Pisa, A Mod-Luc, A Par-Mod, [F Sar-GoL]d, G Gen H, F Flo S A Sie, A Are S A Flo, [A Flo S A Are], A Sie S A Flo;

**FRANCE** (McConnell, 1d): A Como S A Pav-Mil, A For-Par, A Tyr S A Pav-Mil, A Pav-Mil, A Mon-Pav, [A Sav-Gen], [F Gen-LS], [F GoL S F LS-Cor], [F LS-Cor], F Mar-Pro;

**PAPACY** (K Wilson, 10d): Counterbribe A Rom, A Per, A Urb (-9d). A Pis S A Urb-Flo, [A Urb-Flo]d, [A Rome S A Per], G Rome S A Rome, A Per S A Rome, G Per S A Per;

**TURKEY** (Scott, 17d): [A Cap-Rome], F TS S F WM-Sar, F LA-Anc, F WM-Sar, A Spo S A Cap-Rome, A Her H, F Otr S F Dur-LA, A Anc = g, A Alb S A Her, F Dur-LA;

**VENICE** (Vasseur, 21d): Counterbribes Bol (-3d). A Man-Cre, F Dal S A Bos-Her, A Ber S A Mil, A Bol S A Pad-Urb, [A Mil S A Man-Cre]r-???, A Cro-Sla, [A Bos-Her], A Fer-Man, F UA C A Pad-Urb, A Tre-Ver, A Pad-Urb.

Orders in brackets fail; b = besieged, d = destroyed, imp = impossible, nlc = no longer controlled, nsu = no such unit, ntb = nothing to besiege, oth = off the board, r-??? = must retreat to ???, u = unordered.

Venetian A MIL must retreat oth, into g, or to CARIN or TRENT.

Due next time are retreats and orders for Summer 1527, and Press. Ms Nar craves Press.

## EMBASSY BEAT

The Pope to the Duke of Florence: My apologies but survival overrides all.

The Pope to the Infidel Turk: Come, the mighty forces of Christianity await you, to cast you into Hell.

The Holy See to Catholic Venice and France: HELP!! Come on. Hurry up you guys. I can't hold off the horde from the Med much longer.

FRANCE-VENICE: Sorry...but you are getting too close.

FLORENCE-ALL: While we fully support our fellow True Italians in Venice, we must respectfully urge more positive support for the pitiful plight of our Papal people against the plethora of pesky paltroons pummeling them on behalf of the (Sublime) Porte.

Svenotti got up from his muddy existence at the side of the road, all dusty and with a nasty

--continued on p 13

**ERRATA:** P is at 70 M. V got the expansion card.

**THE CAST:** (In Tiebreak Order)

**London** (McCabe): \$81, 10C, 6K, 70M, Gal-6  
**Paris** (Frueh): \$120, 16C, 3K, 70M, Gal-2  
**Genoa** (Copeland): \$81, 11C, 5K, 50M, Gal-6  
**Hamburg** (Debbie A): \$68, 7C, 4K, 40M, Gal-4  
**Venice** (Hanna): \$88, 9C, 5K, 70M, Gal-6  
**Barcelona** (Buttitta): \$76, 10C, 4K, 40M, Gal-4

**ADVANCES**

E,F,N  
 E,I,N  
 A,E  
 A,B,I  
 E,N,R  
 A,L,N,R,V

There is a surplus of Wool and a shortage of Gold & Ivory.

**3.7: Bid Phase**

G bids 6t. B bids 8t. L bids 11t. V bids 11t. P bids 18t. H bids 27t.

**4.3: Card Play Phase**

G (6) plays "Wool" (L +\$18, B +\$2, shortage removed) & "Wool" (L +\$32, B +\$18, G +\$2).

B (8) plays no card.

L (11) plays D. Erasmus (1st leader), Walter the Penniless (\$10 protection), Revolutionary Uprising (B,H,P +1 ML).

V (11) plays "Alchemist's Gold" on P (-\$60) and "Pirates/Vikings", reducing Nap & Mon.

P (18) plays "Cloth" (G +\$45, P +\$20, H&V +\$5), "Metal" (L,P +\$24, B,G +\$6).

H (27) plays "Mysticism Abounds" (L,P,V +4 ML; B,G +3 ML; H +2ML) & "Timber" (H,P +\$12, B,L,V +\$3).

**THE CAST:** (In Turn 4 Order)

**Genoa** (Copeland): \$128, 10C, 3K, 80M, Gal-6, 6t  
**Barcelona** (Buttitta): \$60, 90C, 4K, 80M, Gal-4, 8t  
**London** (McCabe): \$147, 10C, 3K, 125M, Gal-6, 11t  
**Venice** (Hanna): \$85, 9C, 3K, 125M, Gal-6, 11t  
**Paris** (Frueh): \$98, 16C, 1K, 125M, Gal-2, 18t  
**Hamburg** (Debbie A): \$58, 7C, 2K, 70M, Gal-4, 27t

**ADVANCES**

A,E  
 A,I,N,R,V  
 E,F,N  
 E,N,R  
 E,I,N  
 A,B,I

**THE BOARD:**

**B:** C @ Alg, BAR, Basq, Fez, Gra, Lis, Tol, Val, Waf; 1T @ Barc, Mon, Tou.

**G:** C @ Flo, Cai, Con, GEN, Mar, Sic, Smy, Sue, Tri, Tun; 1T @ Ada, Gal, Nap.

**H:** C @ Col, Dan, HAM, Lub, Pra, Rig, Nur; 1T @ Ams, Bre, Cop, Mal, Mit, Smo, Ste, Whi.

**L:** C @ Ber, Che, Edi, LON, Por, Sev, StM, Sto, Wat, Yor; 1T @ Arm, Corn, She, Wal.

**P:** C @ Acr, Alep, Basl, Bel, Bor, Bru, Bud, Cre, Dij, Dub, Lya, Mil, Nur, PAR, Str, Vie; 2T @ Cyp. 1T @ Jer, Lev.

**V:** C @ Ang, Erz, Poti, Rom, Sak, Tan, Tre, Var, VEN; 1T @ Ath, Dur, Gal, Kaf, Salz, StG.

Due next time are orders for Turns 4.4 (Purchase) through 4.5 (Expansion).

**PRESS:**

Genoa to Paris: You and I should talk more. Had I known you were going to crush Venice last turn, I could have used my nasty cards on someone else. How do you keep getting such great cards???

Genoa to all except Paris: Well folks, it is now turn 4 and already Mark has taken a commanding lead. You may not think so, but take a closer look. If we all band together and throw all we have at him, there is a 10% probability that he won't win. (Where IS that Black Death card?).

--continued on p 17



# BRITANNIA

"Egbert"

Turns IX & X



## The Cast:

Blue: Kevin Wilson

Green: Dave Anderson

Purple: Chuck Hanna

Red: Peter Boyum

## Board

**R-Bs (1):** 2A @ Skye; 1A @ Moray, Pennines.

**Welsh (1):** 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwent, Powys.

**Brigantes (1):** 2A @ Cumbria.

**Picts (1.5):** 3A @ Alban; 1A @ Mar.

**Caledonians (0):** 1A @ Hebrides.

**Irish (0):** 5A @ Hwicce; 1A @ Cheshire, March.

**Scots (1.5):** 4A @ Dalradda; 1A @ Caithness, Orkneys.

**Saxons (2.5):** 6A @ York; 2A @ Lindsey, Suffolk; 1A @ Avalon, Downlands, Essex, Kent, Norfolk, S Merca, Sussex, Wessex.

**Angles (2):** 3A @ Galloway; 2A @ Bernicia, Lothian; 1A @ Dunedin; Oswin?

**Start:** Purple 57, Red 33, Green 29.5, Blue 29

## TURN IX (cont)

**Saxons (2.5):** Grow 10 pp. Add 1A @ Norfolk & York. 3A York-North-Dunedin (5,3,2,2 -1 Angle), 4A York-Bernicia, 2A Lindsey-York-Bernicia (6,6,5,5,3,2,3,2 -2 Angles), 1A Norfolk-Frisian-York, 1A Suffolk-Lindsey.

**Angles (2):** Grow 1.5 pp. Add 1A @ Lothian. 3A Lothian-Bernicia, 3A Galloway-Lothian-Bernicia (6,6,3,2,1,1,6,6,3,2,2,1; 5,4,2,2,6,6,4,1 -3 Saxons, -4 Angles, 2 Angles retreat to Galloway).

**Start:** Purple 57, Red 33, Green 29.5, Blue 29

## TURN X

Red casts 16 votes for the Saxons for Bretwalda, Blue casts 1 vote for Saxons. Purple casts 1 vote for the R-Bs. Saxons are Bretwalda (+2 VP).

**R-Bs (1):** Grow 1.5 pp. 2A Skye-Alban, 1A Moray-Alban (6,4,3,6,3,2; 5,5,6,1 -2 R-B, -1 Pict, 1 R-B r-Moray)

**Welsh (1):** Grow 3.5 pp. Grow 1A @ Powys. 1A Powys-Gwynedd.

Green calls for a concession to Red. Vote! To pass all players must vote "Aye".

## Board

**R-Bs (2.5):** 1A @ Moray, Pennines.

**Welsh (1.5):** 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwent, Gwynedd, Powys.

**Brigantes (1.5):** 2A @ Cumbria.

**Picts (1.5):** 2A @ Alban; 1A @ Mar.

**Caledonians (0):** 1A @ Hebrides.

**Irish (0):** 5A @ Hwicce; 1A @ Cheshire, March.

**Scots (1.5):** 4A @ Dalradda; 1A @ Caithness, Orkneys.

**Saxons (1.5):** 3A @ Bernicia; 2A @ Dunedin; 1A @ Avalon, Downlands, Essex, Kent, Lindsey, Norfolk, S Merca, Suffolk, Sussex, Wessex, York.

**Angles (0.5):** 2A @ Galloway.

**Start:** Purple 57, Red 35, Green 29.5, Blue 29

**Legend:** A = infantry army, C = cavalry army, F = fort, L = leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, \* = in melee, # = attack by/against cavalry



# KINGMAKER

Turn 22

RM 00-1  
09-08-02

## THE FACTIONS:

- A: Phil Reynolds' The Knights Who Say "Neel"    B: Lee McConnell's Blue Falcon  
C: Don Chinnery's Angevin    D: Dave Anderson's Blue Meanies  
E: David Kurtz's Black Adders    F: Flint Webb's Chancellor of the Mighty Horde  
GMing By Mike Scott    The California Connection.

**Event Card Responses:** Mowbray, Le George, & Le Trinity to Rye, Stafford to Leeds, Grey to Blackheath..

**Between Turn Happenings:** Pole into play @ Wingfield.

**Nobles & Ships holding in Place:** Berkeley & Fitzalan w/ their captive Hasting @ Ludlow, Courtenay, Scrope, & Talbot w/ Edmund also @ Ludlow, Stanley @ Douglas, Bouchier, Cromwell, Grewstoke, & Percy @ Belvoir, Le Christopher & Le Margaret, Pevensey, Le Nicolas @ London, Le Swan @ Berwick, Le Lucas @ Rye.

**Nobles & Ships Moving:** Clifford (Hereford)-H20-H11-Tewkesbury-Kenilworth(c). Grey (Blackheath)-London-St. Albans-H22-Daventry-Kenilworth(c). Holland (Hereford)-h26-Tewkesbury-Kenilworth(c). Howard (Cardigan)-W22-W19-W20-W21-Hereford. Mowbray (Rye) sails on Le George & Le Trinity-S24-S22-S20-S18-S17. Neville w/ King Richard, Edward of March, & George, Duke of York, & Audley (Kenilworth)-Ashby-Lichfield-Newcastle-W7-W10. Roos (Hereford)-H11-H3-Shrewsbury-Coventry-Kenilworth(c). Stafford (Leeds)-Blackheath-London-St. Albans-H22-Kenilworth(c). Pole (Wingfield)-Royston-H25-H22-H21-Tewkesbury Plays a free move card: H4-Lichfield-Newcastle-W7-W10.

**Combats:** At Ludlow Berkeley & Fitzalan w/ their captive Hasting attack Courtenay, Scrope, & Talbot w/ Edmund; Talbot orders & executes Edmund; Card drawn is Plague Shrewsbury, Hereford, 3:2 Courtenay, Grey, Courtenay dies, but the combat is indecisive.

**Seiges:** None.

At this time the GM declares the Game over! Phil Reynolds The Knights Who Say "NEEL" control the last 3 Heirs, and have Beaufort tucked away in his hand. Phil, kill off two of those, and let's have an END GAME statement from the surviving Heir.

I invite endgames from all players, and will add in my own comments. Let's do this in the next two weeks gentlemen, as that way I can get the report in early, and miss the other games I'm GMing. THANKS TO ALL OF YOU FOR PLAYING..... Mike





# LORD STANLEY

SR 4 & OR 4.1 & 4.2



**Errata:** Frueh has \$151, Butitta has \$143. There is a tile in H11. GW has \$75.

## PLAYER STATUS: (\* = Prez)

Frueh: \$151, GLSC, NFSBC, 2 GW, 1 GT<Priority>.  
 Chinnery: \$292, 4 GT\*  
 Butitta: \$143, W&S, SCFTC, 1 GT, 1 LPS, 1 GW  
 Zieske: \$172, 3 LPS\*  
 Hanna: \$54, 5 GW\*

## CORPORATION STATUS:

Corp	Prez	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	C100	90	5	1	3	90	159	223	C14 Flos
GT	DC	F75	65	4	0	4	65	100	223	P9 CC
GW	CH	G60	65	2	0	4	195	75	2233	F15,F17

## SR 4

Frueh sells 2 GW (+\$120) and 1 GT (+\$75) then buys Prez share of CA setting par at \$80 (-\$160).  
 GW drops to 150 and GT drops to H70.  
 Chinnery buys Prez share of CV setting par at \$70 (-\$140).  
 Butitta buys LPS from IO (\$90 to escrow).  
 Zieske buys LPS from IO (\$90 to escrow).  
 Hanna buys 1 GW from the pool (-\$50).  
 Frueh buys 1 CA (-\$80).  
 Chinnery buys 1 CV (-\$70).  
 Butitta passes. Zieske buys 1 GT from Pool (-\$70).  
 Hanna passes. Frueh buys 1 CA (-\$80).  
 Chinnery buys 1 CV (-\$70).  
 Butitta, Zieske, & Hanna pass. Frueh buys 1 CA (-\$80).  
 All pass. Chinnery has Priority.

We cannot do OR 4.1 due to lack of orders from Chinnery.

## PLAYER STATUS: (\* = Prez)

Frueh: \$26, GLSC, NFSBC, 4 CA\*.  
 Chinnery: \$12, 4 GT\*, 4 CV\*  
 Butitta: \$53, W&S, SCFTC, 1 GT, 2 LPS, 1 GW  
 Zieske: \$82, 4 LPS\*, 1 GT  
 Hanna: \$4, 6 GW\*

## CORPORATION STATUS:

Corp	Prez	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	C100	90	3	1	3	270	159	223	C14 Flos
CA	MF	C80	80	6	0	0	0	320	---	
CV	DC	D70	79	6	0	0	0	280	---	
GT	DC	H70	65	4	0	4	65	100	223	P9 CC
GW	CH	I50	65	2	1	4	195	75	2233	F15,F17

The Bank has \$10,654.

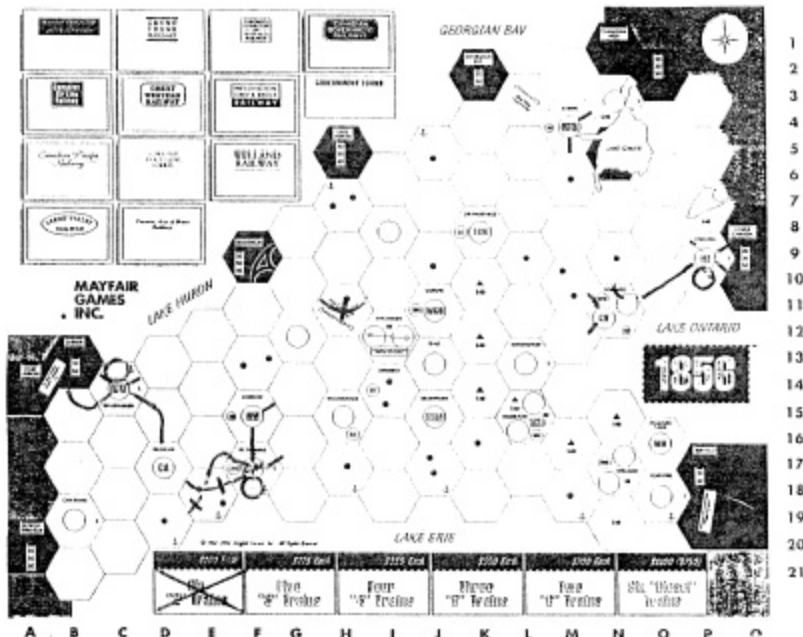
**AVAILABLE TRAINS:** 3444455566DDDDDD...



# AVAILABLE TILES:

Yellow: #1(1), #2(1), #3(3), #4(3), #5(2), #6(2), #7(5), #8(12), #9(12), #55(1), #57(4), #58(2), #69(1)  
 Green: #14(2), #15(2), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1),  
 #28(1), #29(1), #59(2), #121(2)

**Due next time:** Orders for ORs 4.1 & 4.2 (and SR 5 if you can manage it). Chinnery has the Priority.





1835

OR1, SR2 &amp; OR2

D

ERRATA: Chinnery has 10 M, not 130 M.

Player Status: (\* = Director)

Fisher: 150 M, #1, #3, #6

Hanna: 70 M, L-D, 2 SX\*, Braun

Butitta: 220 M, #2

Chinnery: 10 M, N-F, 2 BY, Hann, OB

Zieske: 230 M, #4, #5 &lt;Zug&gt;

## CORPORATION STATUS:

Corp	Dir	Price	IO	Pool	Cash	Trains	Tokens
#1	RF	--	--	--	80	-	(H2)
#2	JB	--	--	--	170	-	(E19W)
#3	RF	--	--	--	80	-	(F14)
#4	PZ	--	--	--	160	-	(G5)
#5	PZ	--	--	--	80	-	(E19N)
#6	RF	--	--	--	80	-	(C11)
BY		C92	8	0	(920)	-	(O15)
SX	CH	D88	8	0	(880)	-	(H16)

## OR1

Privates pay Hanna 45 M and Chinnery 45 M.

Corp	Tile	Lay	Token	Earn	Dv?	Trains	Price	Notes
#1	#202	H2sw	H2	-	N	+2	-	-
#2	#8	E17sw	E19W	-	N	+2	-	-
#3	#57	F14w	F14	-	N	+2	-	-
#4	#57	G5sw	G5	-	N	+2+2	-	-
#5	#8	D18sw	E19N	-	N	+2	-	-
#6	#9	B10se	C11nw	-	N	+2	-	-

## SR2

Zieske buys BY Dir (-184 M).

Fisher &amp; Hanna pass. Butitta buys PB (-150 M). BY floats.

All pass. Chinnery has der Zug.

## OR2

Privates pay Butitta 15 M, Hanna 45M and Chinnery 45 M.

Corp	Tile	Lay	Token	Earn	Dv?	Trains	Price	Notes
#1	#69/H14nw		-	40	Y	2	-	-
#2	#8/F16ne		-	40	Y	2	-	-
#3	#8/F1		-	40	Y	2	-	-
#4	#58/F6e		-	60	Y	22	-	-
#5	#8/C19		-	50	Y	2	-	-
#6	#6/A11w		-	60	Y	2	-	-
BY:	#5/O15nw & #9/N14nw		O15	--	-	+2+2+(2+)	C86	

Player Status: (\* = Director)

Fisher: 220 M, #1, #3, #6

Hanna: 115 M, L-D, 2 SX\*, Braun

Butitta: 105 M, #2, PB, BY

Chinnery: 55 M, N-F, 2 BY, Hann, OB

Zieske: 76 M, #4, #5, 2 BY &lt;Zug&gt;



# Down with the King

## 3 Problems Solved! Court Ball! Turns 4/5/6



### The Cast:

D&D Anderson: Sir Jeffrey (#23), 3 IP, 12/1 PP, 13 cards, #51, #24, #44.  
A. Bargender: Sir James (#22), 5 IP, 14/2 PP, 10 cards, #52(H), #34, #62(MC), #12  
Copeland: Marquise Margaret (#56), 2 IP, 30/16 PP, 12 cards, Philip, #46, #54.  
Fowble: Sir Robert (#16), 0 IP, 4/3 PP, 12 cards, #13(H), #21.  
York: Countess Mary (#64), 0 IP, 10/5 PP, 13 cards; #42(H).

### The Cabinet:

Monarch: King George (10 Support)	Consort: Queen Catherine
Navy: Lord Arthur (#36), 1	High Minister: Sir James (#22)
State: Earl Duncan (#34), Ja, 1	Army: <Vacant>
Trade: Duke Marley (#44), Je	Justice: Earl Maxwell (#32), 1
Epalin: Sir Donald (#21)	Besyzan: Sir Michael (#15)
Sandarkan: Sir Guy (#12)	Cronos: Sir Drew (#11)
City States: Sir Richard (#14)	Treasury: Duke Roland (#42) H Ma

**Turn 4.5:** Sir James' Henchman, Earl Duncan, counsels the King to "Recall the Ambassador" to Besyzan, 1st Judge & State in favor of the counsel (3+2 = Monarch is pleased. Gain 1 PP).

**Turn 5.2:** Earl Francis (#33) becomes Army Minister.

### Turn 5.3:

Treason & Conspiracy Trials: 2-1 <2nd Judge>, Earl Maxwell (ability = 1) fails to solve problem.  
War with Cronos & Besyzan: 2, Earl Francis (ability = 2-1 <State>) solves the problem.  
Pirates: 2, Lord Arthur (ability = 4) solves the problem.  
International Incident: 4, Earl Duncan (ability = 3-2 <State, Ambassador>) solves the problem.  
Monarch's support rises by 20 to 30.

### Turn 5.5:

**Margaret:** Draws #31, Extra Activity. Recruit Knight Simon (#31). Court favor of Philip (\_\_\_ = 1). Play "Extra Activity". Third Activity conditional on 2nd. Can't counsel.

**Robert:** Draws #11, Scandal. Rolls on the Fashion Table (12+2 = Fashion Setter +5 PP). Recruits Sir Drew (#11). Discard two "Henchmen" cards. Counsels "Recall the Ambassador to Cronos".

**James:** Draws #51, Favor. Plays Favor for +1 IP. Spends 2 IP to promote James to Knight. Roll on the Literary Pursuits table (2+2 = Very Droll). No counsel specified.

**Jeffrey:** Draws #32, "Favor" (+1 IP). Insufficient PP to recruit Earl Maxwell. Plays "Henchman" on #24. Discard "Assassination". Can't counsel.

**Mary:** Draws #63, Extra Activity. Rolls on Craft Table (9-1 = Business As Usual +1 IP, 1 PP). Recruits Countess Ruth and make her a Henchman. Tries to counsel a non-existent problem.

### The Cast:

D&D Anderson: Sir Jeffrey (#23), 4 IP, 12/1 PP, 13 cards, #51, #24, #44.  
A. Bargender: Knight James (#22), 4 IP, 15/3 PP, 10 cards, #52(H), #34, #62(MC), #12.  
Copeland: Marquise Margaret (#56), 2 IP, 30/16 PP, 12 cards, Philip, #46, #54, #31.  
Fowble: Sir Robert (#16), 0 IP, 9/8 PP, 12 cards, #13(H), #21, #11.  
York: Countess Mary (#64), 1 IP, 16/9 PP, 13 cards; #42(H), #63(H).

### The Cabinet:

Monarch: King George (30 Support)	Consort: Queen Catherine
Navy: Lord Arthur (#36), 2	High Minister: Sir James (#22)

State: Earl Duncan (#34), Ja  
Trade: Duke Marley (#44), Je  
Epain: Sir Donald (#21)  
Sandarkan: Sir Guy (#12), Ja  
City States: Sir Richard (#14)

Army: Earl Francis (#33)  
Justice: Earl Maxwell (#32), 2  
Besyzan: Sir Michael (#15)  
Cronos: Sir Drew (#11), Ro  
Treasury: Duke Roland (#42) H Ms

#### Turn 6:

1. Player order is: James, Jeffrey, Mary, Robert, Margaret.
2. No office is vacant.
3. Political Problems: Treason & Conspiracy Trials, Monarch's support is 30 ± 10.
4. Crown Event: 6 = Court Ball.

You've drawn #\_\_\_ Loyalty, \_\_\_\_\_ Opportunity, \_\_\_\_\_ Event card.

Due next time:

- a) Modifications to Margaret's Favor Roll.
- b) Modifications to \_\_\_ counsel rolls.
- c) Any modifications to the Treason & Conspiracy Roll.
- d) Court Ball orders
- e) Your player turn orders.

---

#### --MACHIAVELLI (continued from p 4)

hang-over. It was a nightmare. This new Duke was a total catastrophe. He didn't know anything about diplomacy and subsequently Svenotti and his lot was thrown out of the court, left unemployed. And how he ordered his forces! Utter Ignorance!! Svenotti thought about all the hours he had spent trying to win allies and avoid battle. These last six months the Duke had approached none but the French. And not very friendly either, with respect to what happened just after the old Duke died. Svenotti sighed. He wanted to pay some respect to the old Duke by overthrow this new menace. But how. All his friends were, like himself, thrown out of reach from the Duke. There had to be some way or the otherwise so proud Venetian province would crumble. Svenotti felt the headache start again. But this one was of another kind than what he used to experience in his duty. This one was more painful. But there HAD to be a way...

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## GAME OPENINGS ELSEWHERE

Warren Goele's *I Digress*, (\$1.50/issue), 3907 Cedar Ridge Rd, #1B, Indianapolis, IN 46235. DIPLOMACY, KREMLIN. Last issue received: #30, (June 2002). *On hiatus!*

Andy Lischett's *Cheesecake*, 2402 Ridgeland Ave, Berwyn, IL 60402. DIPLOMACY. Last issue received: #232 (Jul 2002 - methinks I have the Aug 2002 somewhere).

Chris Hassler's *S.O.B.*, (\$1.50/issue), 2000 S. Armour Ct, La Habra, CA 90631. SILVERTON, MACHIAVELLI, SEAFARERS OF CATAN, HISTORY OF THE WORLD. Last issue received: #93 (Aug 2002; Sep e-version posted)

Tom Butcher's *Blut und Eisen*, (60 cents or \$1.05/issue), 674 Roanoke Ave, Cuyahoga Falls, OH 44221-1242. CONQUISTADOR, 1851, 1829S, STELLAR CONQUEST, 1870, WRECK OF PANDORA, MERCHANT OF VENUS. Last issue received: #74 (August 2002).

John Boardman's *Graustark*, (10 issues for \$15), 234 East of 19th St, Brooklyn, NY 11226-5302. DIPLOMACY, COLONIAL DIPLOMACY. Last issue received: #737 (31 August 2002).

Robert Lesco's *Northern Flame*, (\$1/issue), 49 Parkside Dr, Brampton ONT, Canada L6Y 2H1. DIPLOMACY, GUNBOAT, BOURSE. Last issue received: Vol 2, #85 (July 2002).



# KREMLIN

## Badenuff Condemned!



### THE CAST (in Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 2 cards  
 Ron Fisher: Red Bivalve Factory (RBF), 2 cards, 1 WAVE  
 Mike Scott: The California Connection (TCC), 3 cards  
 Warren "Goz" Goesle: Sneaky, Treacherous, Annoying Bastards (STAB), 3 cards  
 Kevin Wilson: Red Army Ministry of Subversion (RAMS), 3 cards  
 Dave Anderson: Dying Anarchists (DA), 3 cards

### POLITBURO:

Party Chief:	Schrukrutov (B)	79	RBF 5
KGB Head:	Nogoodnik (V)	55w+	REDS 8, RBF 7
Foreign Minister:	Strychnin (T)	61	RAMS 4, TCC 3, DA 1
Defense Minister:	Eatstumuch (M)	64s	RBF 10, TCC 9
Ideology Chief:	Satin (O)	62s	
Industry Minister:	Palavrian (G)	71	STAB 6, REDS 5, RBF 4
Economy Minister:	Niewitko (D)	73	REDS 7
Sport Minister:	Shootemdedsky (H)	69	
Candidates:	EFINX		People: JKLPQRSUWYZ
The Wall:	A		Siberia: C

**2.1: CURE PHASE:** All stay at work. Schrukrutov ages 1 SP to 80, Nogoodnik ages 2 SP to 57.

**2.2: PURGE PHASE:** RAMS plays #61 "New Official History": Draws STAB but redraws RBF which is affected for 4 declared IP which he takes from "G". REDS reveals 8 IP on V, who then falls to purge M, aging 3 SP to 60.

**2.3: SPY INVESTIGATION PHASE:** Eatstumuch places Strychnin "T" and Shootemdedsky "H" under investigation then condemns X to Siberia, aging 4 SP to 68.

### 2.4: HEALTH PHASE:

Party Chief Schrukrutov (B) speaks for 17 hours, remains healthy.  
 KGB Head Nogoodnik (V) takes 10 g of Vitamin C daily, remains sick.  
 Foreign Minister Strychnin (T) swims 14 laps a day, remains healthy.  
 Defense Minister Eatstumuch (M) smokes 6 packs of Camels a day, grows sick.  
 Ideology Chief Satin (O) takes a 20-day vacation, remains healthy.  
 Industry Minister Palavrian (G) plays viola for 18 hrs, remains healthy.  
 Economy Minister Niewitko (D) breaks ground on 19 new factories, remains healthy.  
 Sport Minister Shootemdedsky (H) runs 15 km a week, remains healthy.

Due next time are your orders for Turn 2 Replacement through Parade Phases.

### POLITBURO:

Party Chief:	Schrukrutov (B)	80	RBF 5
KGB Head:	Nogoodnik (V)	60w+	REDS 8, RBF 7
Foreign Minister:	Strychnin (T)	61?	RAMS 4, TCC 3, DA 1
Defense Minister:	Eatstumuch (M)	68s+	RBF 10, TCC 9
Ideology Chief:	Satin (O)	62s	
Industry Minister:	Palavrian (G)	71	STAB 6, REDS 5
Economy Minister:	Niewitko (D)	73	REDS 7
Sport Minister:	Shootemdedsky (H)	69?	
Candidates:	EFINX		People: JKLPQRSUWYZ
The Wall:	A		Siberia: CX

**Cast:** Mike Fisher (F) James Kanne (K) Rick Copeland (C) Debbie Anderson (A)

**ERRATA:** F collected 1 L from b2 on Turn 9.3.

**A:** (6) A collects 3 L and C 1 L from d5. F collects 1 L from e2. Play Knight, move Robber to b2, steal wool from F.

**F:** (6) A collects 3 L and C 1 L from d5. F collects 1 L from e2. Trade 4 Wool for 2 Ore.

**K:** (5) F & K collect nothing from b2 due to Robber. C collects 2 g & F collects 1 g from e4. Trades 2 w and a promise of o to C for 2 L & 1 b. Build road at b2/c3 (-bL) and settlement at b2/c2/c3 (-bLw). This cut's F's road, sending the longest road chit to C.

**C:** (6) A collects 3 L and C 1 L from d5. F collects 1 L from e2. Build settlement at f2/g1/g2 (-bLw).

**A:** (5) F & K collect nothing from b2 due to Robber. C collects 2 g & F collects 1 g from e4. Trade 8 1 for 2b. Build two roads c5/d6 & c6/d6 (-bLl).

**Proposed trades:** None.

**Inventory/Summary** (Robber at b4).

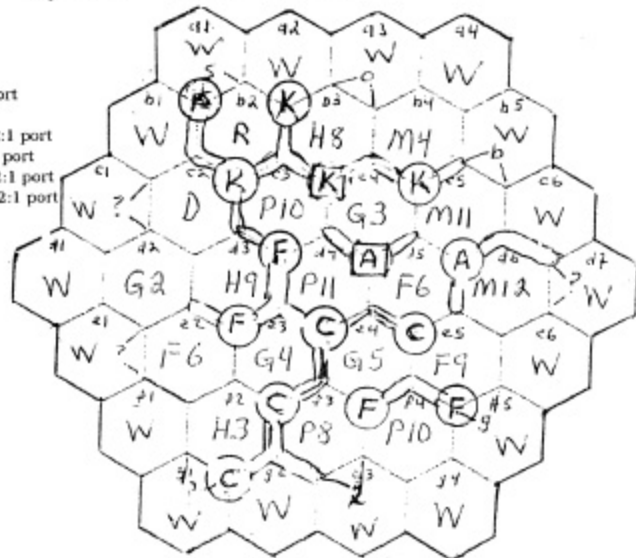
Player	Br	Gr	Lum	Ore	Wool	VP	Cards	Knights	Other
Fisher	0	3	4	2	0	5	0	0	
Kanne	0	1	0	0	1	5	1	1	
Copeland	0	7	3	0	1	6	0	0	Road
Deb A	0	1	0	1	2	3	0	2	

**Die Rolls Turn 11.1 to 12.1:**

Fisher: 9 Kanne: 7 Copeland: 6 Deb A: 9 Fisher: 5

**LEGEND:**

- ? generic 3:1 port
- # dice number
- H/b hill hex/brick 2:1 port
- D desert hex
- F/l forest hex/lumber 2:1 port
- G/g grain hex/grain 2:1 port
- M/o mountain hex/ore 2:1 port
- P/s pasture hex/sheep 2:1 port
- R robber
- W water tile





# ATRENS EPOCH III



## THE CAST

Dave Anderson: Orange  
Mike Fisher: Purple

Laird Khazov: Red  
Wayne Morrison: Ebony

Kevin Wilson: Green  
James Kanne: Azure

## THE BOARD:

**AI:** MTH2,C,f, LTick **AII:** Ara, Lib, Nil(RM), Pyr, Sha(2,C,f),  
**EI:** App, Cre(C), PSb, Wan(2); **EII:** Alb, CEu, Dal, Mor(C,f,EM), NGa, Pin.  
**GI:** Cey, EGH, WDe(2); **GII:** GaD, GaV, Mal, Mek, SiK.  
**OI:** PSD, Tur; **OII:** Irr, Sze, Tar(f), Wei(C).  
**PI:** Yel(3,C,f); **PII:** Sib(2).  
**RI:** Con, Mad, Nub; **RII:** Bal, EAn(c), Hin, Lev, Lin(GM), Pal, PP(C,RM), Uln(c,GM), UTic(PM), Zag.  
**Seas:** Bla(E), EMS(R), WMS(A)

**SCORE:** RI(0), OI(4), AI(6), EI(7), GI(8), PI(16)

## EPOCH III:

**<ELTS (Q):** Bid 10. Play "Barbarians" @ Alps: vs Dal (5,4:2 -1EI), CEu (4,3:6 no). Play 1A @ CEu (r-NGa, NGa(6,4:4,1, 6,3:6,2; 1,1:6,5; 3,1:6,3; 3,3:5,5; 5,3:5,4; 4,3:4,3; 5,2:5,1; 4,3:5,1; 4,1:3,1 -2EII, -4RII), 1A, RM @ Alb(5,2:5,1; 5,3:6,1; 4,2:4,3; 6,3:5,2 -1RII, -1EI). VP = 0 - 10 + C(1x2) + c(3) + M(2x2 +3) + S(1) + Mid E(D=6) + N Afr(P=2) + India(P=3) + S Eur(P=3) + N Eur(D=2) = 19.

**MAYANS (Q):** 2A,C @ CAM.

**MAKEDONIA (Q):** Bid 20. Play "Elite Troops", 1A,C,GM @ Pin (1EI r-Mor), 1A @ Mor (6,4:4+1:3; 6,3:1:6+1 lose "Elite"; 6,4:3 -2EII, -1GII, -Cf, +c), 1F @ EMS (6,5:2 -RF), 1A @ Cre (5,4:4 -1EI, -C +c), 4A @ Lev (3,2:3,2; 5,5:6,3 4,4:5,3; 4,3:5,2; 6,5:6,4; 6,1:5,1 -3GII, -1RII), 3A @ UTi (3,2:4; 2,1:4; 6,2:2 -2GII, -1RII, -c), 1A @ Zag (5,3:1,1 -1RII), PPI (4,3:1 -1RII, -C, +c), Nil (5,4:5,1; 6,3:6,4; 3,2:3,1; 6,1:4,3, -1AII). VP = 8 - 20 + C(2x2) + c(3) + M(1x2 +4) + S(1) + Mid E(D=6) + N Afr(P=2) + China(P=3) + India(D=6) + S Eur(D=6) + SE Asia(P=1) = 26.

**MAHARA (E):** Bid 12. Play "Barbarians" @ Hin (6,4:6; 3,2:1 -RII), Uln (5,1:5; 5,4:4 -1RII,c), GaV (4,2:2 -1GII), Irr (6,5:3,3 -1OII), Wei (3,3:2,1 -1OII,C +c), Sze (4,1:2 -1OII), Tar (5,3:5; 2,2:4 no) & "Disaster" @ Pin (-GM, -C +c). Play 1A,C,EM @ GaD (1GII r-Mal), 1A @ GaV, Uln, 2A @ Lin (4,3:5; 2,1:2; 5,2:3 -1EII, -1RII), 1A @ Hin, PPI (6,1:3 -1GII,c), Zag (6,4:4 -1GII), EAn (3,2:1 -1RII,c), f @ GaD. VP = 7 - 12 + C(1x2) + M(1x2 +3) + S(1) + Mid E(D=6) + India(D=6) = 9.

**HAN DYNASTY (P):** Bid 16. Play 1A,C @ GPC, 1A @ Che, 1F @ SCS, 1A @ Eln, 1A @ Wei (-c), 1A @ Sze, 1A @ Irr, 4A @ GaD (1,1:4+1,2; 4,2:6+1,5; 4,1:5+1,1; 5,2:3+1,1 -3PII, -1EII, -C,f +c), 1A @ Irr. Play "Engineering" (+f @ Irr, GPC). VP = 16 - 16 + C(2x2) + c(1) + M(1) + S(1) + India(P=3) + China(D=6) + S Eur(P=3) + SE Asia(P=1) = 20.

**HSMING NA:** No show.

**ROMANS (Q):** Bid 35. Play "Weaponry" & "Civil Service". Play 1A,C,OM @ Sap, F @ WMS (4+1,2:5; 6+1,5:4 -AF), EMS (4+1,3:5; 6+1,4:4 -GF), A @ CMA, WGa, Pin (3+1,3:2,2 -1GII,c), Nil (6+1,1:3,3 -1GII), EAn (6+1,1:5,3 -1EII), Zag (6+1,4:2 -1EII), 1A @ PPI (6+1,6:2 -1EII), Hin (6+1,5:2 -1EII), Uln (2+1,1:1 -1EII), Lin (4+1,1:1 -1EII), WDe (6+1,2:6,3; 5+1,2:4,3 -2GII), WGH, 2A @ GaV (3+1,1:5; 3+1,1:2 -1OII, -1EII), 1A @ GaD (6+1,6:1 -1PII,c), 3A Mal (4+1,3:6,5; 4+1,2:4,3; 6+1,3:5,4 -1OII, -2GII), 3A @ Mek (3+1,2:5,3; 3+1,2:6,1; 2+1,1:2,1), SiK (6+1,4:2,1 -1GII), Che



(6+1,3:1 -1Pill), 1A,OM @ GPC (5+1,3:2+1 -1Pill,C,f+c), Mor (5+1,2:1 -1Gill,c), VP = 4 - 35 + C11x2 + c(1) + M(2x2 +6) + S(2) + Mid E(D=6) + N Afr(P=2) + Indus(D=6) + China(D=6) + S Eur(D=6) + N Eur(P=1) + SE Asia(P=1) = 12.

Romans to Azure-Please be kind to the Romans as we are giving you a free monument.

**SASSANIDS (A):** Bid 9. Play "Barbartans" at Tib: Sze (6,1,2 -1Pill), Irr (6,2:4+1,3; 4,1:4+1,4 -1Pill, no). Play 1A,C @ Zag (-1Oll c-EAn), ...

**S<Q&F:** A(6+), E(9), O(12), R(19), P(20), G(26)

Due next: Orders for Sassanids. Bkls for Epoch IV. Orders for Gupta and Goths if you bid on them

# THE BOARD:

**AI:** MTx2,C,f, LTx(c); **AI:** Ara, Lib, Pyr, Shal2,C,f; **AI:** Zag(C,AM).

**EI:** App, PSb, Wan(2).

**GI:** CAnt(2,C), Cey, EGh; **GII:** Crefel, Lev, UTI(PM).

**OI:** PSD, Tur; **OII:** Tariff; **OIII:** Che, CMa, EAnt(2), Hin, GaDIEM), GaV, GPC(c,OM), Lin(GM), Mal, Mek, Mor(EM), Nil(RM), Pin, PPI(RM), SAp(C,OM), SIK, Uln(GM), WDc, WGa, WGh.

**PI:** Yel(3,C,f); **PII:** Sib(2); **PIII:** Eln, Irr(f), Wei.

**RI:** Con, Maf, Nub; **RII:** Bal, Pal; **RIII:** Alb(RM), CEu, NGa.

**Seas:** Bla(E), EMS(O), SCS(P), WMS(O)

## "Cynag" (continued from p 5)

Your cards (Karte) are:

**LEGEND:** c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token

See <http://hometown.aol.com/msnar/maps/Cynag4-3.gif> for map.



## ON DECK



**1830:** Chinnery, R Fisher, Zieske, Copeland, Zodka

**1870:** Zieske

**AIR BARON:** R Fisher, Copeland, Zodka

**BRITANNIA:** Dave A, Hanna, Butitta, Wilson, Boyum (awaiting end of Devon or Egbert)

**CIRCUS IMPERIUM:** O'Hara

**CIRCUS MAXIMUS:** R Fisher, Kanne, York, Dave A, O'Hara

**COLONIAL DIPLOMACY:** O'Hara

**DIPLOMACY:** Fisher, Shacklett, Zodka

**DUNE:** Dave A, R Fisher, K Wilson, Butitta, O'Hara; need 1-4 more

**GLADIATOR:** O'Hara

**GUNSLINGER:** Scott, Fowble, R Fisher, O'Hara; need 3 more

**HISTORY OF THE WORLD:** Zodka

**JUNTA:** Copeland, Dave A, Hanna

**KINGMAKER:** R Fisher, Shacklett, O'Hara

**KREMLIN:** Zodka

**MAGIC REALM:** Butitta, Deb A, Chinnery, O'Hara

**MERCHANT OF VENUS:** R Fisher, Deb A, Chinnery

**MONSTERS RAVAGE AMERICA:** Butitta, TJ Klausutis(?)

**RUSSIAN CIVIL WAR:** O'Hara

**SETTLERS of CATAN:** Chinnery, Goz, K Wilson, Copeland

**SILVERTON:** Zieske

**TITAN:** Khaoz, A & J Bargender, York, (Webb), O'Hara; need 1 or 2 more

**WIZARD'S QUEST:** A&J Bargender, Farrow, R Fisher, Deb A, O'Hara

**OTHER POSSIBILITIES:** 1829 (N OR S), 1870, AFTER THE HOLOCAUST (\*GM Fowble),

GODSFIRE, KAMAKURA, PLANET MINERS, SAMARAI.

\* Offered by guest GM, when space is available.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 4 OCT 02  
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### The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". **BORIS** can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).

### STELLAR CONQUEST

**William T. Riker:** Due are Turn 32 production and movement orders for Turn 33-36. Please expedite your orders.

**"Kurzon Dax":** We have five applicants, others apply soonest.



# BORIS THE SPIDER

c/o 203 Devon Ct  
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